

out of order

- THE WEEKLY FREE NO-THEME ZINE -

#0001 - XI - VIII - MMXX

Intro

It takes 1 to know 1324

1324 - *Out Of Order* - is a weekly 'no-theme zine'. Included are articles the editor deemed particularly interesting (or amusing), tidbits, random facts, updates on the world of youtube/podcasts/books & gaming, trivia and more. It will offer plenty of free plugs to artists, upcoming writers, smaller / independent podcasts, interesting youtube channels which deserve some attention and more. 1324 will be an independent, celebrity/corporation-free zine and will be free for download, each and every week. Anything else I should tell you? Not really, but your feedback and input is always welcome. Here's to something special.

Ivenne Mecking,
Editor 1324 - Out Of Order

Weather

Right about now, the funk soul brother



Ceylon

Saskatchewan, Canada
27 °C / 81 °F



Sassari

Sardinia, Italy
33 °C / 92 °F



Wagga Wagga

New South-Wales, Australia
12 °C / 54 °F

Out Now

Don't bother, currently out of order:



If you'd like a can of coke ('is Pepsi ok?'), Sprite or bottled water: no problem. Looking for a *Dr. Pepper*, though? Don't insert your dollars into the machine @ *Bellknap Lookout*, MI, USA. Don't say you haven't been warned...

Go Dutch

In one word a week

'Allereerst' (adjective)
pronounce: all-er-earst

This word translates to 'first'.

In a sentence

Allereerst wil ik iedereen welkom heten
First, I'd like to welcome everybody



Also...

You can add an 'e' at the end
to use it as a superlative.

Dit is het allereerste magazine
This is the very first magazine

Little known facts

The year 1324

was, obviously, part of the 14th century. During this period, political and natural disasters were observed in both Europe and the Mongol Empire, but West Africa and Indian Subcontinent witnessed the rise of economic growth and prosperity.

The year 1324 itself wasn't all *that* special, sadly. So, what was happening? The weak *Black Death* epidemic spreads through the southern parts of Asia (oh no), *King David II of Scotland* was born (oh yeah!), *Marsilius of Padua* (an Italian scholar, trained in medicine) writes his defence of the secular state, *Defensor pacis* (er, ok) and *Emperor Musa I of Mali* arrives in Cairo on his hajj to Mecca, accompanied by an entourage numbering in the thousands, and with hundreds of pounds of gold (fancy!). Got all that? The more you know...

Trivia

Plenty of questions. Can you come up with the answers?

- [01] What's the third decimal digit of π ?
- [02] In what year was the magazine *Look-in* last published?
- [03] Is *Rambutan* a type of fruit or a vegetable?
- [04] What was the name of the Neo geo Pocket Sonic game?
- [05] Who was known as the *non-flying Dutchman*?
- [06] True or False: 131 is a prime-number
- [07] What was the title of the first video uploaded to YouTube?
- [08] What colours are on the flag of Austria?
- [09] Where can you find the *Atomium*?
- [10] Which utensil was invented first, the spoon or the fork?
- [11] True or False: the planet *Venus* is larger than *Saturn*.
- [12] How much data could you fit on a 3½" HD disk?
- [13] What's *Dolly Parton*'s theme park called?
- [14] Can you weigh yourself in space?
- [15] What's the name of *Matilda*'s teacher in the *R.Dahl* book?

Answers on page four.

From the Machine: volume one

Vending machines around the world. In this volume: Rice from the machine in Germany, Wall 'Kroketten' and more.

If you've ever visited Japan you might have seen the huge amount of vending machines dotted around the country. Japan isn't the only country in the world with a large number of vending machines, however. Take Germany, for example. One of the most popular vending machines seen over there is the *Zigarettenautomat*: a cigarette machine. That's not particularly unusual, but the locations of these machines is. They're not just located in bars or on street corners of large cities, they can be found in small villages too. To be able to buy a packet you'll first need to swipe your ID card through the machine to proof you're over 18. Other machines can be found on stations, usually holding either drinks or a large variety of chocolate bars (Sun Rice Crunchy, Schoko-reis by Wawi and Pick up! by Leibniz to name just a few). Some other machines are filled with hot drinks such as coffee (cappuccino, espresso), tea, hot chocolate and even a variety of soups (vegetable, tomato, chicken etc). Another type of machine is the *Kaugummiautomat*, you've probably guessed it: a gumball machine. They started popping up in the 50's and even though they're not as popular as they once were, there's still roughly 500.000 of them around. Not all of them are filled with gumballs, though. Some contain plastic eggs with small prizes like plastic jewelry, bouncy balls and figurines. The can even be seen in public libraries, filled with earplugs. Gumballmachines were commonplace in the Netherlands too, but seem to have mostly disappeared since the turn of the century. This might have been because they were a popular target for vandalism.

Many of them had their windows or coin mechs destroyed by brute force or lighters. Another type of vending machines *did* survive in the Netherlands: the 'automatiek'. These units are known as 'eten uit de muur' (literally translated 'food from the wall'). You simply insert some coins into the mechanism next to the window holding the hot snack you'd like and you're able to open a small door to take it out. More modern machines are fitted with contactless payment technology, so you don't have to worry to be *kroket* or *frikandel*-less. If you're visiting a more rural area of the Netherlands (like the *Betuwe*) you might find something called a 'Fruitmuur'. This is basically a roadside automatiek near a farm filled with eggs, fruit, nuts, cheese etc. They're becoming commonplace as local and eco friendly goods are quite popular.

Don't smoke, just get a coke

Are UK citizens also becoming more healthy? Perhaps so. The sale of tobacco from vending machines has been banned in England since 2011, with anyone caught selling cigarettes in machines facing a fine of £2,500. You should have no trouble buying chocolate bars, drinks and crisps (potato chips) from a vending machine, though. They can be found on stations, in shopping centers and attractions like theme parks and zoos. In public toilets you might find non-food items for sale such as condoms, sexual enhancement

tablets, tampons/pads and chewable one use 'toothbrushes'. Another, less common, vending machine is the 'traveler's one. They can be found on airports and hotel and are filled with products a traveler 'just might need'. Think: toothpaste/brushes, ear plugs, USB cables and even power banks. Naturally, you're paying a premium. Our final destination for this volume is Bulgaria. The *вндинг машина* (vending machines) over there can be seen filled with cold and hot drinks, dried goods/snacks, yes, but another more interesting type of vending machine is the *артеека*, a machine that sells medicine. They can be found near gas stations, hospitals and even malls. They spiked quite a bit of controversy when they were first introduced, as, of course, medicine just isn't the same as a candy bar or cold drink. Only medicines that are sold without a prescription (such as analgesics and vitamins) can be found insides these machines though, so the risk of abuse/misuse is low.



Need a smoke or rather have some gum? These machines in Germany got you covered.

The Gaming Granny

Hamako Mori is known as the 'Gaming Grandma'

It would be stupid to claim the Japanese *Hamako Mori* is the oldest person alive to play video games, but at 90 years she sure is a gamer of age. She talked to the Guinness World Records earlier this year and said 'It looked so much fun, and I thought it's not fair if only children played it. I thought life would be more fun if I knew how to play it. So I started playing, at first while no one was watching'. Hamako has now been playing video games for 39 over years, starting with a *Cassette Vision* (a home video game console made by Epoch Co, the same company behind the most Doreamon games and the Barcode Battler -ed). Among her favorite games are *Grand Theft Auto 5* (!), *Nier, Dauntless* and *Call of Duty*. Currently, her go-to console is PlayStation 4, and she is into action games.

Hamako: "I didn't touch it until recently because it's difficult to play. But recent action games are visually spectacular, and they often use actors for characters. So I'm really obsessed with it now". That was back in May. We took a look at her [Youtube channel](#) (with a whopping 400k subscribers!), which shows Hamako is currently playing *Ghost of Tsushima* and *Resident Evil 3 Remake*. Hamako says playing games rejuvenates her spirit. 'After living for this long, I feel more than ever that playing games for this long was the right choice. I am truly enjoying my life - it's rosy'. Bless.

Source of the original article:
Guinness World Records



Hamako was recently given a new PC by NVIDIA Japan and game store *Sycom*. It came complete with an Intel i7 CPU, 16GB of RAM and and GeForce RTX 2080 GPU. Whoever said the old are slow?

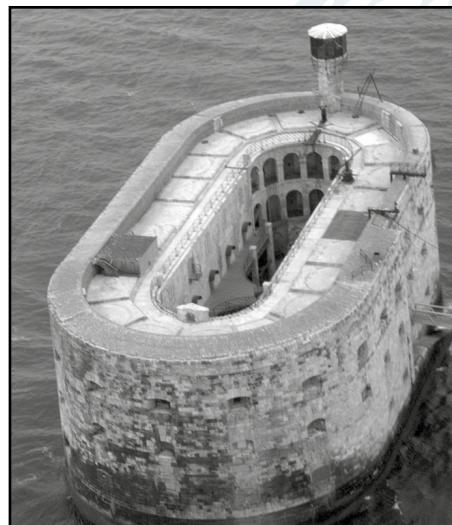
The history of Fort Boyard UK: part one

A good show that still never got it entirely right

For a show that is still pretty big in France (which is a mystery if you've seen the more recent seasons) Fort Boyard UK has a bit of checkered history. It started all the way back in 1989, when Channel 4 and *Chatsworth Television* were offered to buy the format for the game show by its creator, *Jacques Antoine*. A pilot of the show was filmed in a London studio, but because the fort itself was still being renovated and both Channel 4 and Chatsworth wanted to make considerable changes to the format (something the French producers were not OK with) filming of a full series of the show (that had already been commissioned by Channel 4) did not take place. Producer Malcolm Heyworth contacted Jacques Antoine about developing an alternative format, which in the end became another well-known gameshow: *The Crystal Maze*.

Your time starts...NOW!

It took until 1998 before a true British version of Fort Boyard was broadcasted by Channel 5. By then, the French, Dutch, Canadian, Swedish and many other versions had been running for years. The first four UK series featured *Leslie Grantham* as 'Boyard', the master of the fort, presenter *Melinda Messenger* and *Geoffrey Bayldon* in the role of the professor in the fort's watch tower. Teams of five contestants had to claim four keys to open the treasure room by overcoming challenges and answering riddles set by the professor. Most of the challenges took place in one of the fort's cells (the fort actually briefly served as a prison after the days of Napoleon). If they failed to exit the cell in time, they were locked in, *La Boule* (the 'warden') would get them out and imprisoned them.



Fort Boyard as seen from a helicopter. The watch tower (here seen complete) was one the fort's elements that needed to be entirely rebuilt before the Jacques Antoine's TV series could take place. The platform (just out of view) was a new addition.

After successfully opening the treasure room, the teams needed to complete a further set of challenges to gain clue words needed to find the hidden codeword, which in turn would release the treasure. These four UK seasons did very well in translating the format, but were still somewhat flawed. That had nothing to do with either Leslie, Melinda or Geoffrey, however. They played their parts well and really gave them character. Melinda served as the 'high energy' and genuinely enthusiastic host. She sided with team, cheering them on and providing them with help. Leslie really hit the mark playing the role of the ill-tempered and very sarcastic *Boyard*. He didn't like 'his gold taken' and took great joy in belittling the contestants. His phrase 'Jack, the door!' (Jack being the British name for the character known as '*Passé-Partout*' in the French version of the show) became legendary. Geoffrey perhaps wasn't as memorable as *Pere Fouras* (the old man in the watch tower in the French format), but his character of the 'mad scientist' worked quite well, too. No, it were the game's rules that marred an otherwise fine show. Simply put: the show was too easy to win/too hard to lose.

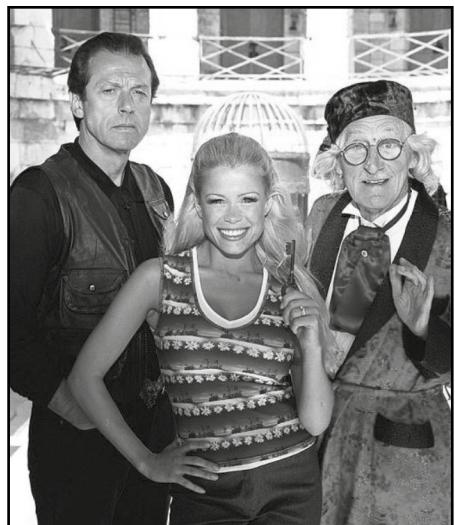
Everyone's a winner

Only a handful of the nearly fifty teams (throughout the first four seasons) managed to play so badly they weren't able to claim some of Boyard's gold. For a start they needed just *four* keys to open the treasure room, compared to the seven in the French version (admittedly, they *did* have a shorter time to do so) and one of them was basically 'free'. If they *didn't* manage to solve the riddle set by the professor, they could simply swim for it and fish it out of the sea, losing just a little time in the process. There were a couple of particularly hard challenges (such as the 'handbike' and the 'cylinders'), but most of them were quite doable, especially for 'sporty' types most teams consisted of. It meant the teams had about 18 minutes (at ~3 minutes for each challenge) to claim just three keys. Not that difficult a task. Yet it soon became apparent most of the, shall we say 'rather poor' teams were being thrown more bones than a butcher's dog. After failing multiple challenges, teams would always receive a little help in the form of either/both the 'Trapdoor' or 'Pots of fear' challenges, neither of which were at all taxing. If teams were *really* bad, you could see they even got a little help with the normally rather strict time limit, just to 'overcome the odds'. If the timer did run out while such a team was in dire need of either their third or fourth key they were given just *slightly* more time to get out.

The director made sure the timer, which had clearly run out, wasn't shown again on screen until the team moved on. Understandable? Maybe, but it really didn't help to maintain the 'serious' tone set by *Boyard* and the 'prison' theme.

Try the barrel, why don't you?

Leslie would often say 'I'm going to turn up the heat now' after the first set of challenges, but sadly that wasn't really true. It would be unfair to downplay the challenges themselves (such as a bungee jump from the fort or hanging from an upside down bicycle high above the roaring tigers in the treasure room), but again, the game's rules were just a tad too lenient. Contestants were usually given loads of time before the capsule holding the clueword would explode and even if they failed to find the answer to professor's riddle they would probably be able to work it out at a later point. The snake pit was another challenge that was particularly 'hard to fail' as Melinda's 'clues' were pretty much pinpoint locations of the 'hidden' parts of the clueword. Sentences like 'Try the door', 'Pick up the largest snake' and 'Look in the barrel' more or less became part of her script. Sadly, even that wasn't enough. Boyard always picked a specific team member to enter the snake pit (usually the one with a fear of snakes). It made perfect sense, but even this 'unwritten rule' was quickly scrapped if that particular member 'really didn't want to go in' and the team wasn't 'all that clued up' at that point. You could say Boyard's gold slowly became silver by the time each team reached the treasure chamber, which is a great shame. **Next week in part two:** the show's remaining golden moments.



Leslie, Melinda and Geoffrey standing inside the fort's treasure chamber. The grid of letters found on its floor could be changed for each country/language spoken. Not pictured are other the familiar faces *Passé-Partout*, *La Boule* and *Felindra*, the tiger tamer.

FREE: Flooring

No glue or nails needed either

Yes, you're probably more interested in a free mobile phone or something, but bear with us. The first in these series is an interesting set of flooring for your town in *Animal Crossing*. A very talented Japanese player has started sharing their designs on a special website. The paths, flower beds and hedges are available from *Besaid Designs*. As the title above suggests, they are free and can be directly downloaded to the game by scanning the supplied QR codes. The designs are made specifically for *ACNL*, but new designs for *ACNH* are 'coming soon'. We'll keep you updated.

[\[Besaid Designs\]](#)

P's in a Pod

Everything podcast. This week: apps.

Scrap Soundcloud, Spotify and Apple Podcasts. There's plenty of other free podcast apps on offer. Here's a few:

Pocket Casts - Effective themes and compatible with Android auto, Alexa, Sonos systems and the Chromecast.
[\[Android\]](#)[\[iOS\]](#)

Castbox - Over a million podcast channels in over 70 languages. Not bad, not bad.
[\[Android\]](#)[\[iOS\]](#)

Podcast Addict - Not just a HUB for podcasts, but for your audiobooks and favorite Youtube videos too. Clever! Android only, though.
[\[Android\]](#)

Quality Quote

Words to go by

'Go confidently in the direction of your dreams! Live the life you've imagined.'

-Henry David Thoreau

Thanks

Stay for the credits

Here's the people that helped with this premiere issue of 1324: Steven, Denny, Bryan, James, Matt, Mick, Ben, Barbie.

25 years of dancing

How a 25 year old video of people dancing went viral

New life has been brought to a 25 year old dance video recorded in Lithuania. On the 25th of August a dance marathon/contest started in the city of Joniškis. Somebody with a home video camera (which were somewhat rare in those days) recorded roughly 15 minutes of (rather tired) people enjoying themselves dancing to *Twenty 4 Seven*, *Dr alban*, *Capella* and *Mr. President*. The video was uploaded to Youtube in 2015, but somehow blown up recently, thanks to several other video's using it with other music. One of these tracks is *Norus - Make A Move*. The '95 home video seems in perfect sync and that might have been one of the reasons it has gone viral. Interestingly, one of the dancing kids (now aged 45) has responded to video to provide some background information.

We reckon it's well worth checking out both the original and the *Norus* videos. [\[Original\]](#)[\[Norus - Make a Move\]](#)



Screen capture from the original video. Look out for *Dženita* (the lady in the comments) around the 50 second mark, a bullish girl @ 3:00 and the laughing boy @ 4:36.

Trivia: The Answers

Plenty of answers. Can you come up with the questions?

- [01] 1. Here's a few more: 3.14159265359.
- [02] 1994. It started in 1971, so it ran for over 20 years.
- [03] The *Rambutan* is a type of fruit native to Southeast Asia.
- [04] The game was called *Sonic the Hedgehog Pocket Adventure*.
- [05] Dennis Bergkamp. It was because of his fear of flying.
- [06] That would be true.
- [07] *Me at the Zoo*. It was uploaded on april 23rd, 2005.
- [08] White/Red.
- [09] Brussels, Belgium. Worth a visit, too.
- [10] The spoon, the fork came much later.
- [11] False. Saturn is 58,232 km / 36,184 miles, Venus 6,052 / 3,761*.
- [12] About 1.44MB (uncompressed).
- [13] *Dollywood*, it's located @ Pigeon Forge, TN, USA.
- [14] You can, actually. It's done with the help of a shaking device.
- [15] She's called *Trunchbull*. Agatha Trunchbull to be exact.

*atomic radii

See you next week?

#3289C1